

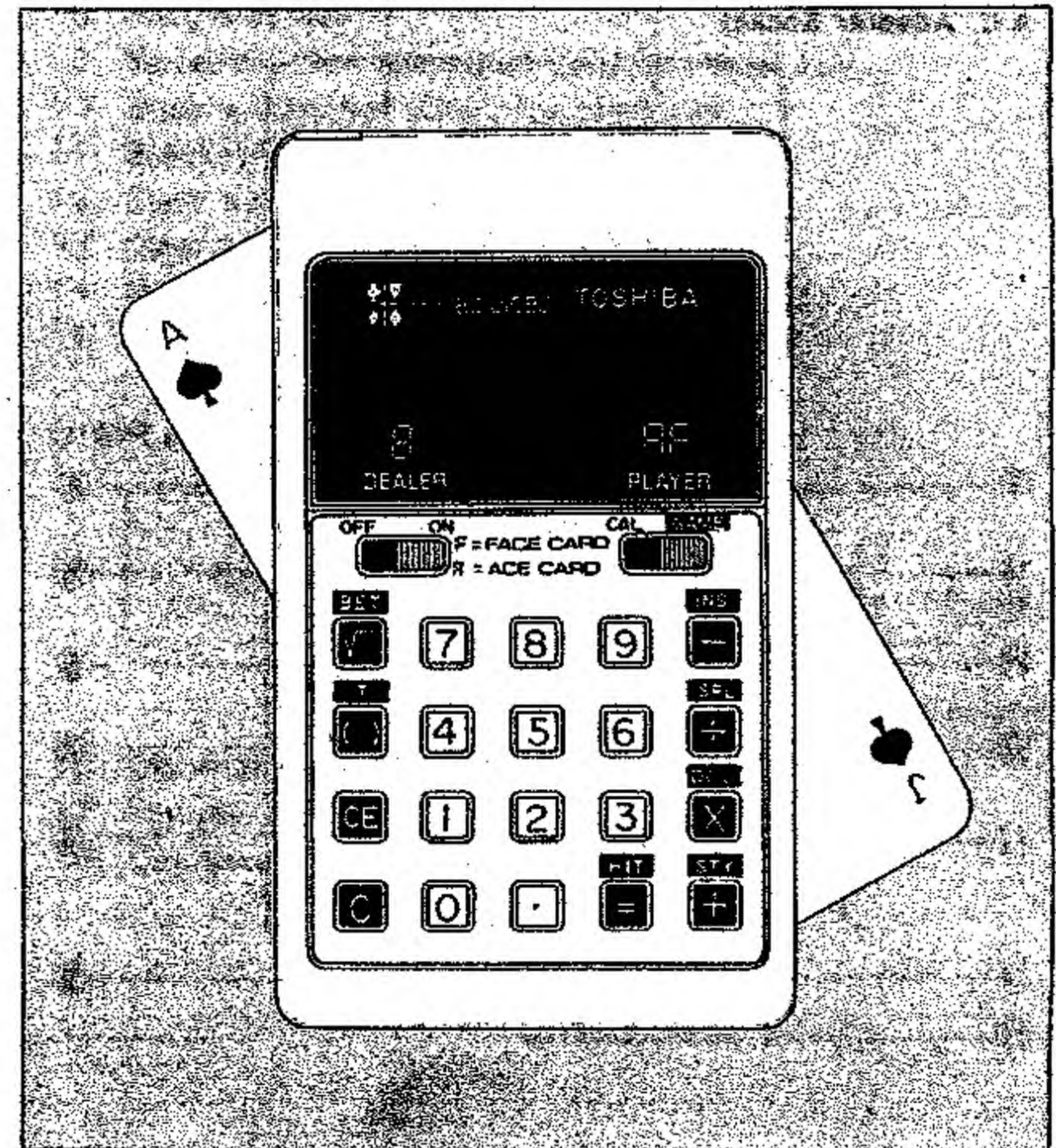


TOSHIBA

BLACKJACK CALCULATOR

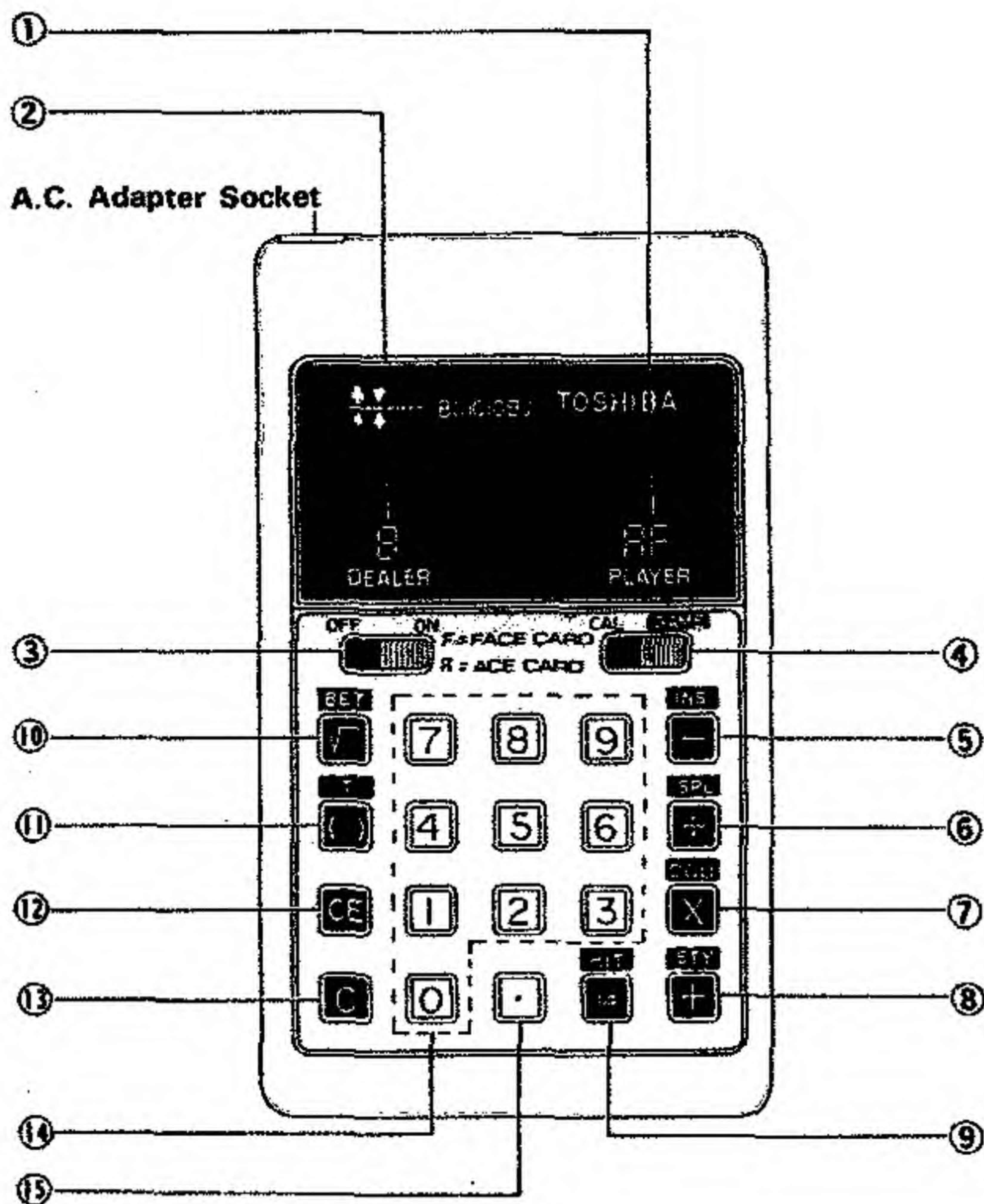
MODEL **BC-1010BJ**

OPERATING INSTRUCTION



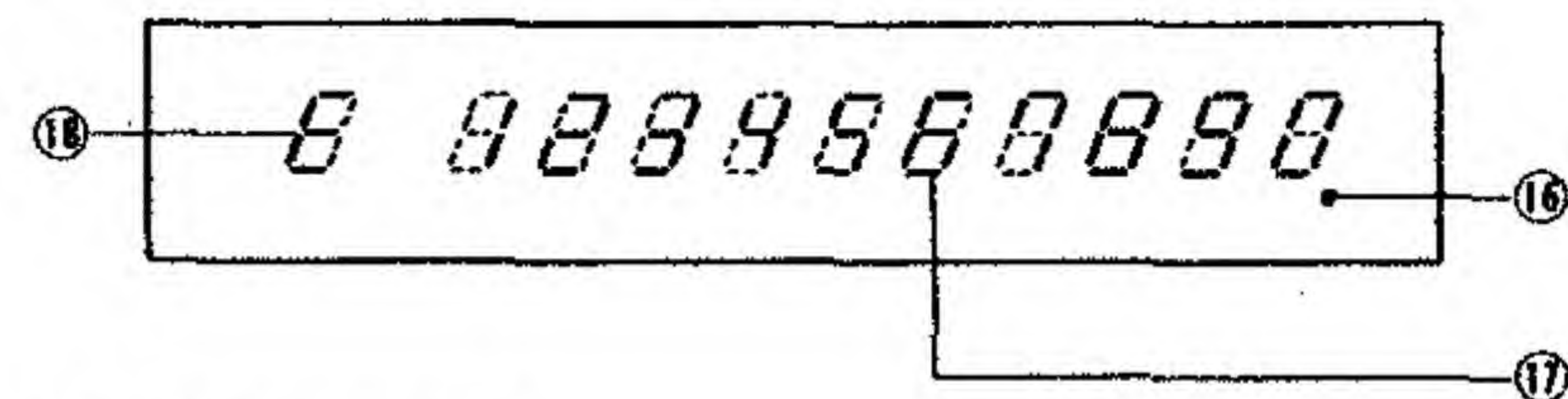
Printed in Japan

EXPLANATIONS OF KEYS, SWITCHES AND DISPLAY



1. Player's cards
2. Dealer's cards
3. Power switch
4. MODE Function Selector Switch
5. Minus/Insurance (half of the bet amount) key
6. Division/Split the player's cards key
7. Multiplication/Double down key
8. Plus/Stay key
9. Equal/Hit (For additional card or cards) key
10. Square root/Bet (Start for play) key
11. Bracket/Total of all loss (Gain) key
12. Clear entry key
13. Clear key
14. Numeral key
15. Decimal point key

DISPLAY FOR CALCULATION



16. Decimal point
17. Figures
18. Overflow sign

ELECTRONIC CALCULATOR WITH BUILT-IN BLACKJACK GAME

- ⊙ You should change mode function selector switch to game position.

Blackjack Game Function:

1. A selection of 52 cards are chosen automatically at random.
2. Dealer's play is shown in the left hand corner of the display, while the player's (challenger's) play is shown on the right.
3. All number are shown as: 2 - 9. F = (Face Cards) A = Aces
As in normal blackjack, Aces are counted as one or eleven at the option of the players.
4. After a continuous run of 38 cards, the L.S.I. will automatically erase and replay as if had reshuffled the cards.
5. For fun bets, entries of up to nine digits is possible.
6. If the players total win or loss registers ten digits, the L.S.I. will stop functioning and the unit will have to be re-set by pressing the **[C]** Key.
7. Without registering a bet in to the circuit, you are unable to begin playing. A bet of any denomination, up to nine digit, will allow you to begin.
8. To calculate total loss/gain, press the **[T]** key.
Player is able to bet same amount again by only pressing the **[BET]** key. However decimals are not registered.
9. By pressing the **[HIT]** key, the player is able to obtain additional card or cards, as long as the total does not exceed 21.

10. By pressing the **[STY]** key, the player can hold or stop the card entries and the dealer's cards will automatically begin registering. As in normal blackjack rules the dealer must hold at 17 or more.
11. If the total number which is registered on the display exceed 21, the hit key will lock and is considered burst.
12. If a player registers a blackjack (21) a return of 1.5 times the bet is entered into the player's winnings.
13. If first figure registers show "A" (Ace) on the dealer's side, the player is able to press the **[INS]** (Insurance) key to ensure half of the previously enter bet amount.
14. **[SPL]** key function enables the player to play split and take hits up to 21, when the first two numbers registered are the same. But if the first two cards are shown as an Ace you are only able to hit one card per each Ace.
15. If player wishes to double his bet before taking a hit, press the **[DOU]** key and this key function allows the player to double his bet but he is restricted to taking only one hit.
16. After the play has been entered, card total is shown in flicking lights, upon which the total bet amount will light up after. However, if the player should burst. It's unnecessary for the dealer to take any more cards and the display register only his two entered.

EXAMPLE OF BLACKJACK GAME

Key Operation	Indication	Remarks
POWER ON	0	Blinking
5 0 0	5 0 0	
BET	0 0 0 0 0 0 0 0 0 0 0 0	Blinking lights (Re-Shuffle)
		All blank
	F	Dealer's first card
	F	7
	F	6 7
		Player's second card
HIT	F	A 6 7
HIT	F	6 A 6 7
STY	F 5	2 0
		Dealer's second card and total amount of the player
	F 5 4	2 0
		Dealer's — Player's total (Blinking)
		5 0 0
		Player's gain/loss amount
BET		Re-entry of result of last play (500)
	9	
	9	F
	9	6 F
HIT	9	F 6 F
	9 3	2 6
		Total card drawn
		- 5 0 0
		Player's loss indication
5	5	Re-enter new bet (5)
BET	A	3 2

Key Operation	Indication	Remarks
INS	A	3 2
		Dealer is not made blackjack (21)
HIT	A	2 3 2
HIT	A	4 2 3 2
HIT	A	4 4 2 3 2
HIT	A	5 4 4 2 3 2
STY	A 6	2 0
	1 7	2 0
		2. 5
		Result of bet amount after INS key
BET		Re-betting the result of previous game but only even number can available to register
	F	9 9
SPL	F	9
	F	6 9
HIT	F	8 6 9
	F	2 3
	F	9
	F	F 9
STY	F 5	2 3 1 9
		Total of player's first and second
	F 5 F	
	2 5	2 3 1 9
		Dealer's burst will indicated by blinking
		0
		Player's total gain/loss (One win. One loss even)

Key Operation	Indication	Remarks
T	2.5	All total of player's results
5 0 0	5 0 0	
BET		
	7 A A	
SPL	7 A F A	Split of Ace
	7 8 A F A	
	7 F 1 9 21	Indication of each total (blinking)
	1 0 0 0	Player's total
BET		
	2 6 5	
DOU	2 4 6 5	Double down
	2 3 1 5	Player's result and second card of dealer
	2 3 F 1 5	
	2 3 F 5 1 5	
	2 0 1 5	Blinking
	- 2 0 0 0	
9 9 9 9 9 9 9 9 9 9	9 9 9 9 9 9 9 9 9 9	
BET	0 0 0 0 0 0 0 0 0 0 0 0	(Blinking - Re-shuffle)
	8 6 F	
STY	8 F 1 6	
	1 8 1 6	Blinking
	- 9 9 9 9 9 9 9 9 9 9	Blinking (Total memory over flow)
T	- 1 0 0 0 0 0 0 9 9 6.5	Even number of the total came up to 10 digits (Over flow)

BEFORE BEGINNING A CALCULATION

1. When the power switch is turned on, the displayed "0." is lighted at the right side, and the calculator is ready for use.
2. Keys should be depressed precisely.
3. **How to use **CE** key**
To cancel the number just entered, depress key **CE**, and then continue the calculation.
(Example: 123 **X** 4.6 **CE** 4.5 **=**
124 **CE** 123 **X** 4.5 **=**)
4. **How to use **C** key**
Depress **C** key to clear the calculation.
(Example: 123 **X** 4.5 **=** 553.5 **C**)
5. **How to make a correction when the incorrect command key is depressed**
When you depress a command key, such as **+**, **=**, **X**, **÷** in correctly, depress the correct key to replace it. Then you can obtain the correct result.
(Example: 123 **÷** ← error **X** 4.5 **=**)
6. **Overflow (limit of calculation)**
The overflow sign lights under the following conditions, in this case, you can start calculations after depressing the **C** key.
 - When the calculation result (the integer part) exceeds 10 digits.
Notice: In this case, to obtain the correct decimal point position, shift the decimal point 10 digits to the right.

For example:

displayed number	a rough estimate
E 123.4567800	1234567800000,
	10 digits

- Division by 0.

EXAMPLES OF ARITHMETIC OPERATIONS

1. Four fundamental Calculation

Calculation	Key operation	Answer
$123 + 456 = 579$	$123 \text{ } \boxed{+} \text{ } 456 \text{ } \boxed{=}$	579.
$456 - 789 = -333$	$456 \text{ } \boxed{-} \text{ } 789 \text{ } \boxed{=}$	- 333.
$12.3 \times 4.5 = 55.35$	$12.3 \text{ } \boxed{\times} \text{ } 4.5 \text{ } \boxed{=}$	55.35
$12.3 \div 4.5 = 2.733333333$	$12.3 \text{ } \boxed{\div} \text{ } 4.5 \text{ } \boxed{=}$	2.733333333

2. Mixed Calculation

Calculation	Key operation	Answer
$12.3 \times 4.5 \div 3 = 18.45$	$12.3 \times 4.5 \div 3 =$	18.45
$123 \times 3 - 789 = -420$	$123 \times 3 - 789 =$	- 420.

3. Constant Calculation/Power Calculation

Calculation	Key operation	Answer
$260 \times 12.3 = 3198$	$260 \times 12.3 =$	3198.
$78.9 \div 50 = 1.578$	$78.9 \div 50 =$	1.578
$96.3 \div 50 = 1.926$	$96.3 \div 50 =$	1.926
$2^3 = 8$	$2^3 =$	8.

4. Square Root Calculation/Bracket Calculation

Calculation	Key operation	Answer
$\sqrt{2} = 1.414213562$	$2 \sqrt{\square}$	1.414213562
$2\sqrt{3} = 3.464101614$	$2 \times 3 \sqrt{\square}$	3.464101614
$123 \times (3 + \sqrt{2})$ $= 542.9482681$	$123 \times (3 + 2 \sqrt{\square})$ $=$	542.9482681

EXAMPLES OF APPLIED CALCULATIONS

1. Interest Calculation

Calculation	Key operation	Answer
(Simple) $12300 \times (1 + 0.045 \times 6)$ $= 15621$	$.045 \times 6 + 1$ $\div 12300 =$	15621.
(Compound) $12300 \times (1 + 0.045)^6$ $= 16017$	$1 + .045 =$ $= \times 12300 =$	16017.796

Calculation formula is:

Simple interest: $A(1 + r \times t)$

Compound interest: $A(1 + r)^t$

Where A : Principal

r : Interest rate

t : Period of deposit

2. Amount of an Annuity

Calculation	Key operation	Answer
$\frac{(1 + 0.06)^5 - 1}{0.06} \times 12300$ $= 69336$	$1 \div .06 \times \equiv \equiv$ $\equiv \equiv \equiv 1 \times 12300$ $\div .06 \equiv$	69336.226

Calculation formula is:

$$\frac{(1 + r)^t - 1}{r} \times A$$

Where A : A fixed sum deposit

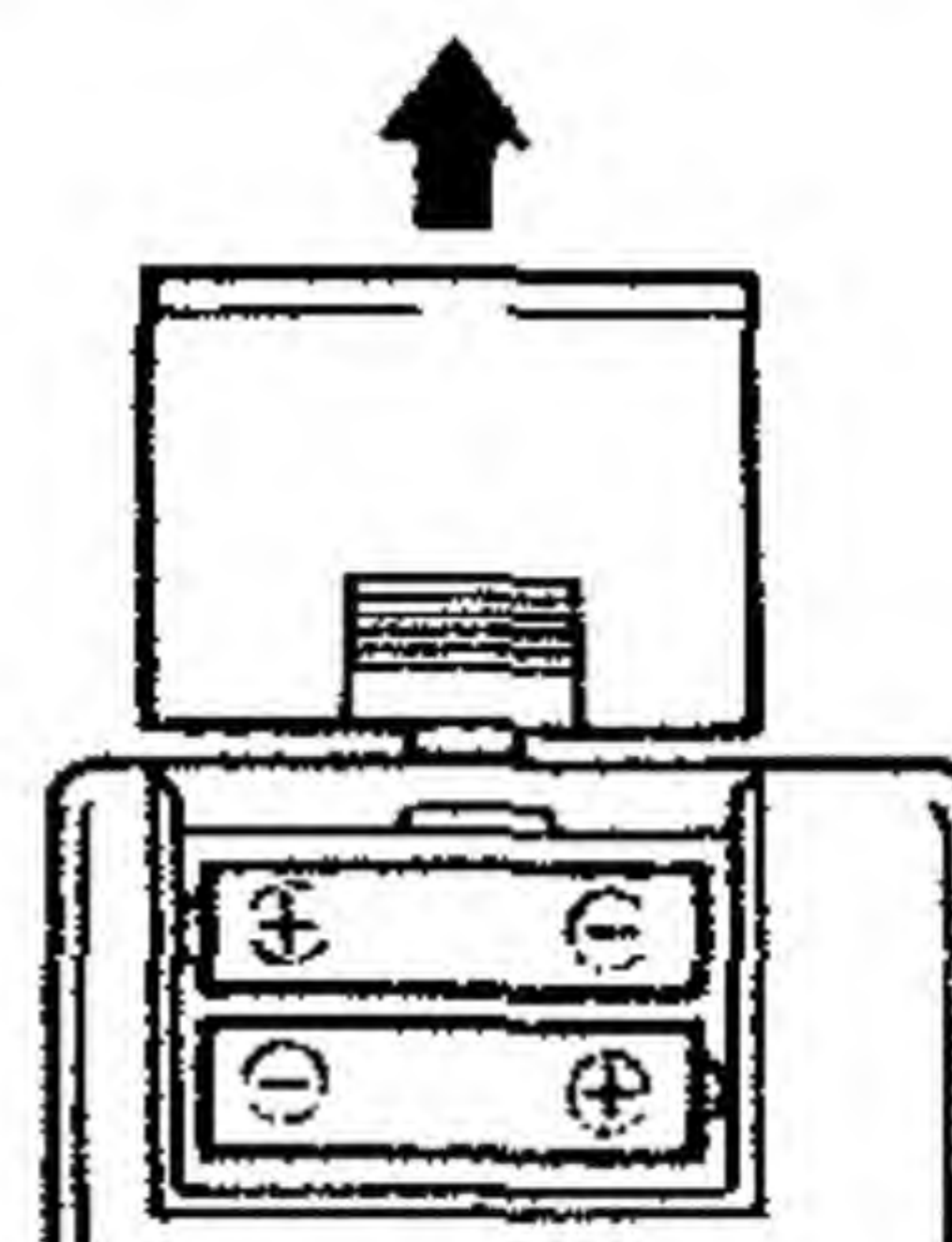
r : Interest rate

t : Number of years

BEFORE USING A CALCULATOR

HOW TO INSERT DRY BATTERIES

- Remove the dry battery case cover.
- Insert the new dry batteries into their correct positions as illustrated (+ or -) on the case.
- Replace the dry battery case cover. Now, the calculator has already set up.



Battery Life

Type of batteries	Pcs.	Battery life (Continuously)
Alkaline-manganese batteries (AM3)	2	Approx. 8 hours
Manganese-batteries (UM-3K)	2	Approx. 4 hours

CAUTION

Replace the battery if the following phenomena appears in the display as this indicates that the battery is dead.

1. During Calculations

- When numeral displays and calculated results are cleared to "0".
- When one of the numerals from 0 ~ 9 is brightly displayed.

2. During game

- If numeral displays are cleared to "0" when game key is depressed.
- When one of the numerals from 0 ~ 9 is brightly displayed.

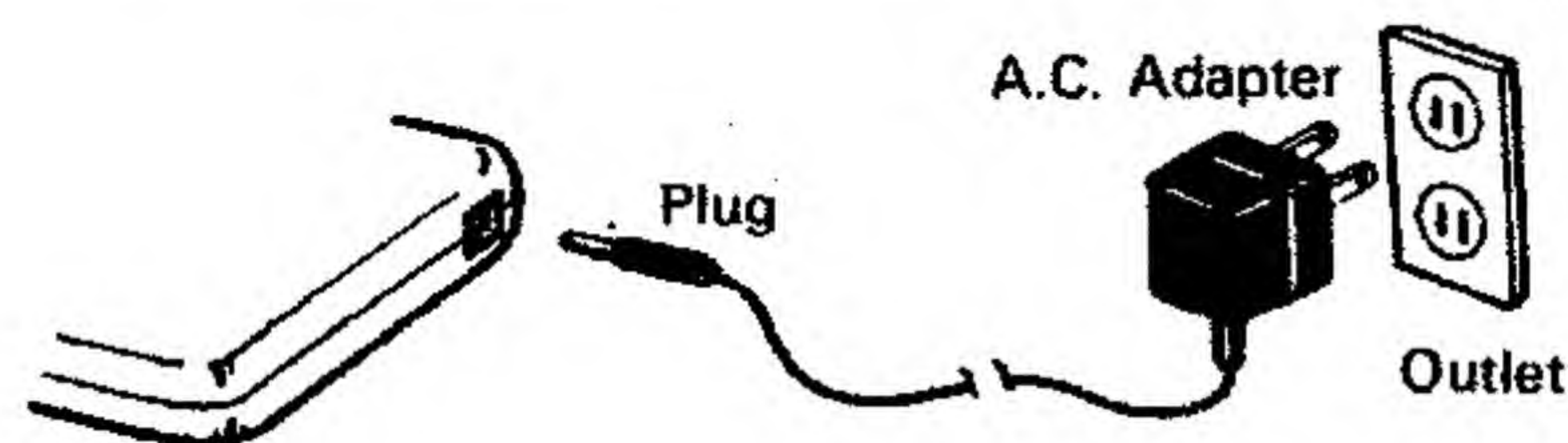
NOTICE IN USING DRY BATTERIES

- The batteries should be removed when the calculator is not used for more than a month. In order to avoid the battery corrosion which will damage the calculator.
- When the capacity of the batteries decreases, the display becomes darker and finally the calculator ceases to work. Therefore replace the batteries a little before this phenomenon occurs.

ECONOMICAL USE WITH AN A.C. ADAPTER

- This calculator can be operated using an A.C. Adapter (optional) in addition to dry batteries.
- When you use this calculator in your office you can save the waste of dry batteries by using an A.C. Adapter.

HOW TO USE AN A.C. ADAPTER



The exclusive A.C. Adapter designed for use with Toshiba's desk-top calculators should be used.

	Type of A.C. Adapter	Power supply voltage
Special Adapter	BH119	100 ~ 120V
	BH120	200 ~ 240V
Matching Adapter	BH113	100 ~ 120V
	BH114	200 ~ 240V

The A.C. Adapter differs in construction according to voltage even if in the same type.

NOTICE

1. Do not cover or place any other things on the calculator, when the power switch is on.
Keep away from the direct sunlight and other heat sources.
2. Turn off the power switch when the calculator is not in use.
3. Clean the calculator with a dry soft cloth, never use alcohol, thinner or benzene.
4. Contact your TOSHIBA calculator dealer when trouble occurs.

SPECIFICATIONS

Model number:	BC-1010BJ
Numeral key:	10-key system
Capacity:	10-digits: Display 10 digits and 1 digit
Addition and Subtraction:	$10 \pm 10 \leq 10$ digits (symbol)
Multiplication:	$10 \times 10 \leq 10$ digits
Division:	$10 \div 10 \leq 10$ digits
Memory:	$10 \pm 10 \leq 10$ digits
Square root:	Max. 10 digits
Decimal point system:	Full floating decimal point
Calculating element:	MOS LSI..... 1 piece

MEMO

Operations:	BLACKJACK function, four fundamental operations, successive multiplication and division, constant calculation, power calculation, square root calculation, bracket calculation and other applied calculations.
Power supply:	2 power supply system <ul style="list-style-type: none">● Dry battery "AA" size 2 pcs. DC 3V● A.C. Adapter (optional) DC 3V, 0.4W
Ambient temperature:	0° ~ 40°C (32°F ~ 104°F)
External dimensions:	83(W) × 22.5(H) × 145(D) mm (3.27 × 0.89 × 5.71 inch)
Weight:	190 g (6.7 oz ¹) (including dry batteries)
Accessories:	Dry battery "AA" size ... 2 pcs. Carrying case